

To Reign in Hell

This game requires a game-master, additional players, and a deck of cards. Deal three cards to each player except the GM. Remaining cards become a draw pile. Characters represent hosts of Heaven: angels, seraphim, etc. The Supreme Being finds humanity wanting and has moved on. During play, the GM uses the top card from the draw pile to describe a situation facing humanity. Black and red cards represent times of despair and hope, respectively. Players react to the situation by playing a card from their hand and roleplaying their actions. Red cards increase hope; black cards increase despair. The player who played the highest card takes the played cards; if the draw card is highest the GM takes the round. Cards are scored by comparing values of red cards to the value of black cards. Higher black results are added to Despair; higher red results are added to a Hope. After all cards are played, if Despair is higher than Hope, humanity faces dystopia. If Hope is higher, the Supreme Being returns. When Despair exceeds Hope, the player character with the most hands won becomes humanity's figure of worship. Face cards and aces are worth 10 and 11 points, respectively.

Mel White